



Tennis IM Tournament Rules

1. Eligibility

All currently enrolled students; faculty and staff can participate provided they meet the eligibility requirements outlined in the Intramural Sports Handbook.

2. Self-Scheduling

It is the responsibility of both parties to contact each other to schedule a play time. A match must be scheduled and played prior to the deadline posted for the round.

3. Uniforms-Equipment-Safety

- Players may provide their own racquets. Game balls will be agreed upon by mutual consent of both players.
- All participants are advised to wear flat-soled tennis shoes. Black-soled athletic shoes will not be allowed.
- Street clothing is prohibited.
- Under no circumstances will a player wearing a cast or splint be allowed to play.
- Players who have any visible amount of blood on their uniform shall be considered injured players and must leave the game immediately for appropriate treatment and/or changing clothes.
- Players wearing glasses should have shatter proof lenses and straps.
- Jewellery is allowed, unless deemed unsafe to a player/opponent by the Coordinator of Intramural Sports.
- The referee has the final say on the appropriateness of the attire.

4. Conduct and Disqualification- Unsportsmanlike Behaviour

- All players will be held to a reasonable standard of conduct and fair play. Violators of this standard will be subject to sport-specific penalties, and/or possible removal from the Tournament.

5. Automatic Loss Policy

- If a player fails to notify the Intramural Sports Office/the opponent at least 48 hours in advance about an inability to show up at a scheduled game, an automatic loss shall be awarded.
- If a player fails to show up within 15 minutes after the scheduled game time, an automatic loss shall be awarded.

6. Officials' Duties

- The Coordinator of Intramural Sports has the right to check ID's, answer questions, and clarify as well as enforce all Intramural and facility rules and regulations.
- When necessary, he has the authority to eject individuals from play, as well as from the facility.

7. Refereeing

- Players will make their own line calls. If a disagreement occurs that cannot be resolved, the point must be replayed or the game will end in a double forfeit.

8. The Game-Rules-Violations

- 2 out of 3 sets will determine the winner.
- If the time limit expires during a game, that game should still be completed.
- If a player wins the first point, the score is called 15 for that player; on winning the second point, the score is called 30 for that player; on winning the third point the score is called 40 for that player; and the fourth point won by a player is scored game for that player.
- If both players have won 3 points, the score is called deuce. The next point won by a player is called "advantage in" if the point is won by the server; "advantage out" if won by the receiver.

- If the player with the “advantage” wins the next point, the game is over. Otherwise, the score returns to deuce.
- The winner of a coin toss will choose to be the server or receiver, in which case the opponent shall choose the side.
- The server must stand with both feet behind the baseline. Servers must stand between the continuation of the side line and the centre line. Neither foot may touch the court across the baseline until the ball has been contacted.
- In delivering the serve, the server shall stand alternately behind the right and left courts, beginning from the right.
- If the serve is not good, it is a fault and the server has a second try. If the second service is not good, it is a double fault and the receiver scores a point.
- It is a fault if the server strikes at the ball and misses it.
- It is not a fault if the server decides not to strike the tossed ball and catches it or lets it fall on the ground instead.
- The server shall not serve until the receiver is ready. The receiver is considered ready if he/she attempts to return the serve.
- The receivers may stand wherever they please on their side of the net.
- The receiver determines whether or not the serve is good.
- It is proper tennis etiquette to award all calls you are unsure of to your opponent.
- A “let” serve is one which hits the top of the net and goes into the correct service court. It is always re-served. There is no limit on the number of let serves.
- The server serves one complete game, after which the receiver becomes the server.
- The server wins a point if the served ball touches the receiver or their racquet before it touches the ground.
- If because of wind or spin, the ball bounces back over the net, the player may reach across the net to make contact. If contact is not made, the point goes to the player making the initial contact.
- A ball landing on the line is not a violation.
- If during a rally, the ball hits the net and goes over into the opponent’s court, it remains in play.
- Players shall change sides of court at the end of odd-numbered games.
- The player loses a point if he/she:
 1. Fails to hit the ball over the net before it has bounced twice.
 2. Returns the ball so that it lands out-of-bounds.
 3. Fails to hit the ball over the net.
 4. Touches the ball more than once in making a stroke.
 5. Touches the net with racquet or self.
 6. Volleys the ball before it crosses the net.
 7. Is hit by the ball before it bounces.